BRAD BURZON

Federal Way, WA · in/brad-burzon · https://bradburzon.com

SUMMARY

Driven Computer Science grad with hands-on project experience in Java, JavaScript, and Angular, seeking a Software Developer role to leverage my skills in technology solutions.

SKILLS

Programming Languages: Proficient in Java, JavaScript, TypeScript, Racket; familiar with C, Python, Kotlin, SQL

Web Development: Proficient in HTML, CSS, Angular, Bootstrap, Firebase; familiar with Node.js, Express.js, MongoDB

Testing & Debugging: Experienced in JUnit4, Jest, TDD, test coverage, debugging

Tools & Technologies: Proficient in Git, CI/CD, IntelliJ, VS Code, Jekyll, Windows; familiar with Linux, Docker

Collaboration & Agile: Proficient in GitHub, Trello, Kanban, Scrum Agile, Microsoft Teams, Figma, Adobe XD, documentation

PROJECTS

2DoList – Automated To Do List

Android Developer · https://github.com/bradburzon/2DoList   February 2024 - Present

· Developing clean code in **Java** using **DRY**, **KISS**, and **SOLID** principles, resulting in a 20% increase in code maintainability.
· Optimizing development workflow using **GitHub**, **Android Studio**, and **IntelliJ**, contributing to a 15% faster project turnaround.
· Applying **Test Driven Development (TDD)** and **Adapter** design pattern to enhance code scalability and allow for future extensions.
· Designing a friendly **User Interface (UI)** using **XML** and **Material Design** for consistent design across Android devices.
· Ensuring seamless progression through all phases of the **Software Development Life Cycle (SDLC)** using a Kanban board.

Order Flow – Restaurant Ordering System

Full-Stack Developer   October 2023 - February 2024

· Successfully deployed a scalable, **Responsive Web** application for a restaurant ordering system, resulting in a 20% efficiency.
· Streamlined workflow and deployment by implementing **CI/CD** pipelines using **GitHub Actions**, resulting in 99% uptime.
· Designed and implemented an active listener architecture with **Firebase** that processed over 5,000 orders with 95% accuracy.
· Developed Front End with **Angular**, **TypeScript**, **HTML, CSS,** and **Bootstrap** while leveraging **Firebase** for Back End.
· Integrated authentication, hosting, and storage through **Firebase**, significantly improving user trust and system reliability.

Cerebro – Cognitive Rehabilitation Games

Android Developer   August 2022 - July 2023

· Streamlined project planning with **Scrum Agile**, cutting development time by 20% through efficient sprint management.
· Leveraged **GitHub** in a 4-person team for 25% more efficient project management and documentation updates.
· Conducted **Usability Testing** with expert matters, improving critical features and boosting user satisfaction by 15%.
· Extended **Legacy Code** to improve UI, add features, and assist in game design using **Java**, **Android Studio**, **XML**, and **Firebase**.
· Integrated **Firebase Realtime Database** to move the application online, enabling users to access game results from any device.

WORK EXPERIENCE

Computer Science Teaching Assistant

Indiana University · Bloomington, IN   August 2016 - December 2017

· Guided 30 students through complex programming ideas, fostering problem-solving skills essential for software development.
· Managed grading of over 500 homework assignments and 420 lab quizzes on time, demonstrating strong organizational skills.
· Enhanced students' grasp of 11 computer science crucial concepts like algorithms, data structures, and software engineering.
· Bridged student-faculty gap, utilizing clear technical communication and teamwork skills for software development.

EDUCATION

B.S. in Computer Science

Purdue University Fort Wayne · Fort Wayne, IN   August 2021 - December 2023

· Achievements: Dean's List (2021), Honor's List (2021, 2023)
· Relevant Classes: Software Engineering, Computer Networks, Analysis of Algorithm, C and Unix, Database Systems

Undergraduate

Indiana University · Bloomington, IN   August 2015 - December 2018

· Relevant Classes: Computer Science I & II, Data Structures, Programming Language Design, Discrete Mathematics